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To lock away old, forgotten software at a whim is not only tragic, but stifling. Tragic to the fans of the software, who through their passion such software wouldn't be successful. Stifling to growing programmers, who can use these unmaintained softwares not only as an opportunity to learn from example, but to breathe new life into once brilliant, but now perceived as archaic, software. Tragic to the developers, who's mastery of their platform's limitations would be lost in the sands of time should their publisher simply grow tired of allowing it to exist. Stifling to newer users, who would never be able to see their favorite product's history as it all gets functionally erased just to display what it has become. When artists make new paintings, do they reserve the right to force museums to throw out their older ones? When musicians make new albums, do they reserve the right to force distributors to destroy their older ones? When companies produce newer products, do they reserve the right to force product owners to destroy their older modeled products for the newer, possibly lesser product? Then software companies shouldn't reserve the right to destroy software which they have abandoned. There comes a time when a product becomes so old that it begins to transcend its ownership from a single company to the users who appreciate and maintain it. Be it for historical value, hobbyists, or fledgling producers: so long as they aren't charging it as a service or product at the publisher's expense, there is no harm in modifying or preserving products that their owning companies have abandoned and left behind them. *

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